

created by:
Carlos Ramos

the **K's**

Our First Family of Defense!

CLASSIFIED



the **X's**

They are four of the best secret agents in the world. They live and work together as an elite special ops undercover unit. They have unique talents and abilities, second to none. They argue extremely loudly over what to watch on TV. Two of them are sending the other two to bed early. The two that got sent to bed early think their children are being INCREDIBLY UNFAIR!

Meet the X's: television's first all secret agent family!

THE Xs

The Xs are the ultimate secret agent team -- a family!

They work for SUPERIOR, the finest secret organization in the world dedicated to goodness. SUPERIOR is locked in an eternal struggle against SNAFU, a terrible agency of evil, whose tentacles of badness reach everywhere.

In the Xs cartoon, we'll see spectacular action, colorful villains, and heroism galore.

But that's all in the background. Our show is a character-based family comedy that uses the trappings of the secret agent world for the sake of comedic exaggeration. It's not a show about secret agents any more than The Munsters was a show about monsters.

But we'll have monsters in this show too.

THE STORY SO FAR

The Xs -- Mr., Mrs., Truman and Tuesday -- have been trained in the finest of SUPERIOR's secret agent training facilities.

Recently, they moved to an ordinary suburban neighborhood, whose name and exact location we cannot reveal. Here they have established Home Base, their super-secret headquarters, which looks like a regular house, but is actually the most intelligent home in the world.

As operatives of SUPERIOR, the Xs are called upon to perform a broad range of missions in the fight against SNAFU. Their missions can include: stopping villains from taking over the Earth (or any other planets), performing surveillance, escorting VIPs, codebreaking, sleuthing, going undercover, rescuing hostages, retrieving secret weaponry stashed inside hidden fortresses, testing out the latest in secret agent gadgets -- all the usual secret agent mission stuff.

SNAFU, headed up by the fiendish Glow Face, has a colorful army of villains at its disposal to throw up against the Xs. Glow Face, once an operative of SUPERIOR started SNAFU in an attempt to (1) take revenge against SUPERIOR, (2) take over the world and (3) make everybody wear little uniforms with a SNAFU logo on them. So far, he has failed on all counts, which only drives him to work even harder.

As a secret agent team, the Xs work together extremely well. As a family, they're a bit more dysfunctional.

Our stories will often be about the Xs' struggle to keep their "cover" as a "normal" family. Of course, what they don't realize is they are a normal family.



MR. X

Mr. X appears to be the ideal secret agent. He looks sharp in a crisp, black suit. He has the booming voice of a Robert Stack as Elliot Ness. He's got the competent, laid-back attitude of a man who's already saved the world several times this week.

Everybody in his line of work thinks highly of him. To the younger agents of SUPERIOR, Mr. X is a spy's spy. Villains are as impressed to meet the famous Mr. X as they would be the famous Mr. Bond. They enjoy his banter and like to toy with him, slow-roasting him over their villainous fire before putting an end to his illustrious career.

But that's their fatal mistake! Because the truth about Mr. X is it's his family who actually take out the villains. Mr. X acts as a convenient distraction. For all his fame as a master secret agent, he is nothing without his wife and two kids.

That's just fine with Mr. X. He sees himself as just one part of a team. "Behind every X there's another X!" he's fond of saying.

If he didn't have his family to ground him, Mr. X might be a paranoid kook. Actually, he is a paranoid kook. He's always looking over his shoulder, watching for double agents, hunting for spy microphones planted in the lighting fixtures, and eyeing suspicious neighborhood pets who might be robots. "Their Pekinese is a killer robot!"

Mr. X is obsessed with secrecy, especially the need to maintain the family's "cover." "Our mission is to be a perfectly normal family," he says, as if he has a clue what normal is. He's even been known to lecture Tuesday over her overly outstanding grades: "All As! Again? You've got to try and get some Bs!"



Mr. X

Not knowing how to act "normal" is Mr. X's biggest problem. His solution is to do things like constantly change his "cover job" to make it more convincing. His neighbors find this a little strange: "You're a baker? Didn't you used to be a stunt man? Or an audio component sales rep?"

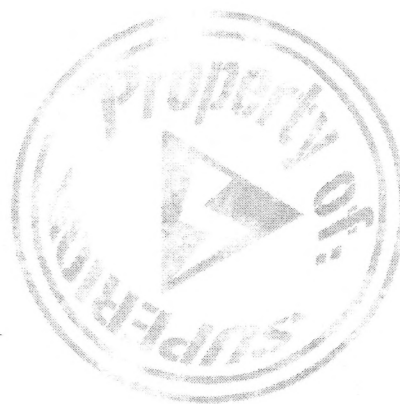
Mr. X is in love with everything about being a secret agent. He approaches every aspect of his life as if it were a possible secret agent action. He always speaks in the jargon of secret agents -- "codes," "clearance," "alerts," "situations." He invests ordinary situations with extreme gravity: "The dishwasher is stopped up," he says gravely. "We have a code blue situation." He refers to the kids as our "two little top priorities."

Mr. and Mrs. X are like old shoes together, but he is often baffled by his kids. To him, they seem to lead a secret life: "Oh, hey, what's Truman doing with an antimatter cannon?" "Is Tuesday's hair under enemy attack?"

Like any dad, Mr. X has a hobby. His is to fix up old, broken secret agent stuff. Like that rusty jet pack he's been tinkering on for years -- the rest of the family calls it the "butt burner." Once he fixed up an old invisibility device. He tested it out on the family poodle. It worked but now they still can't find Poof Poof X -- he's the world's only invisible lap dog.

Dad also fancies himself to be a Master of Disguise. He had a weekend seminar in Covert Clothing when he was a young secret agent. Dad's disguises have never fooled anyone, but he remains convinced of their effectiveness. Sometimes he likes to disguise himself and ring the front door bell, hoping, of course, to fool the children. But they just stopped answering the door.

We're not sure what Mr. X's first name is. Even his kids don't know. "That's classified," he tells them in hushed tones. "Need-to-know basis. Just call me Dad."



Mrs. X

MRS. X

When push comes to shove, Mrs. X is the one you want to be pushing and shoving.

Everything about Mrs. X's personality is extra large. Although Mrs. X looks like a normal-sized person, she stomps around her world as if she's ten feet tall. She's got the physical strength of a big man and the ability to use it. She's full of big enthusiasms and ambitions. Plus, she's got the biggest smile you've ever seen.

It's a good thing Mrs. X is a secret agent with a double identity. She's got too much energy for just one. She has no on/off switch. She's just on. She rises at the crack of dawn and attacks the day. By mid-morning, she's done a day's work. She's working on Day 3 by mid-afternoon.

She seems to be able to balance an intense involvement with her secret agent life with an equally intense involvement in her local community. She's always just back from or on her way to a meeting, a march, a public forum, a neighborhood coffee klatch. Or she's on the phone with her friends, teachers from the school, or local politicians.

As a mother, Mrs. X is like the family's battery. She keeps them charged up. That's good for Mr. X and fine with Truman but it's sometimes too much for Tuesday. She'd like Mom to learn to relax. What Tuesday doesn't understand is Mrs. X finds doing everything all at once relaxing.

In a crisis situation, Mrs. X is all about ACTION. Her motto is "Leap before you look!" She's the first one into the villain pool and the first one to throw a punch. Sometimes this can get her into trouble. She'll have triumphantly defeated the villains, only to find out she got the wrong address. "Well, these people looked very villainous," she says, her face beet-red, as she unties them.

She's the classic bull in a china shop. She's so full of enthusiasm, she often overdoes things. If she tries to karate chop one brick wall, she'll knock all four walls of the building down. But the amazing thing is Mrs. X can knock down a building, have it collapse around her, and she always comes out unharmed and smiling.

Mrs. X is a cheerleader with an attitude. She can put a positive spin on any situation: "Race you to the top!" she says about Mt. Everest. She often motivates her family through the darkest of situations: "C'mon X's, let's give it a little Xtra!"

She can also be extremely competitive, always trying to take things to the next level. When that applies to their secret agent work, it's great.

But when Mrs. X doesn't have an outlet, she tends to think about catching up with the Ys. The Ys are another secret agent family who work for SUPERIOR. Somehow the Y's always seem to be receiving secret awards, blue ribbons and commendations for their secret agent work that the X's rarely get. Mom's determined to change this. She's going to take her family to be number one, even if it's a secret number one.



Mrs. X

Tuesday X

TUESDAY X

Tuesday X is just your average teenage-girl secret agent.

Through her secret agent life, Tuesday has been all over the world. She has seen more than the average kid her age. She knows what secret agents are wearing in Paris this year and how to scale an ice cliff to break into a secret headquarters in the Arctic. She's highly trained and completely dedicated to her family's work. She's good at thinking fast on her feet, and this is her main contribution to the Xs team effort.

But she's also a normal teenager in ^{10th 15-YRS-OLD} ~~eight~~ grade. There's a whole other world calling out to her that she really wants to participate in -- a world called high school. She's reached an age where spending time with your family doesn't always seem that great -- even if you are saving the world together.

Tuesday wants more of a balance between her secret life and what she now thinks of as her real life. Why is that everytime she's invited to a party, a horde of Killer Bee Bots descends upon the city? And yet no important mission ever comes up that gets her out of studying for a test?

Out of all of our Xs, Tuesday is the only one with her head solidly in the real world. Like most teenagers, Tuesday is often hyperaware of behavior that people might find "weird" versus "normal." And she's got a family that often forgets how strange it's acting. Tuesday is the one who reminds them what's normal. "Truman's been digging in the neighbor's yard again, Mom. Well, I think they are going to notice -- he struck oil."

Tuesday is the leash that jerks the family back into place when they get too crazy. They'd never keep their cover without her. Because time and time again she's had to run damage control, Tuesday's on a personal mission to socialize her family. She figures her younger brother Truman is a lost cause. It's her Mom and Dad she's trying to shape up. "C'mon you guys, you're adults!" she says, "You can act normal."

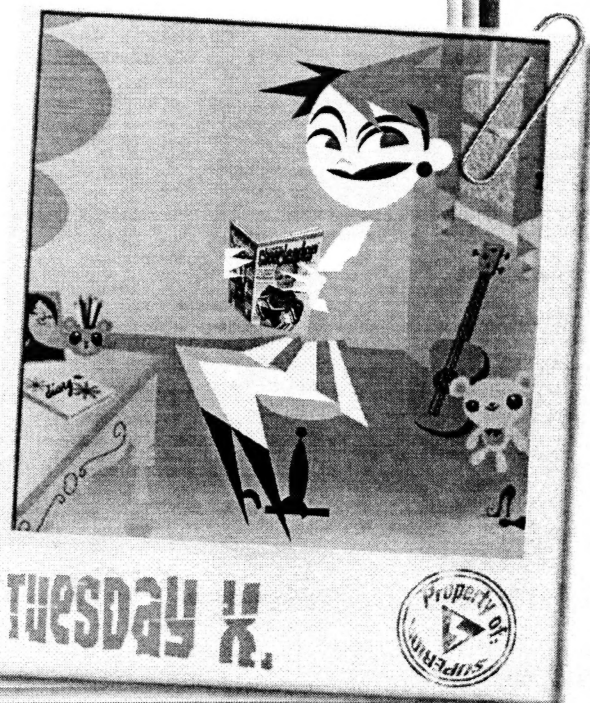
Tuesday encourages her mother to plant flowers in the back yard, to cultivate a green thumb. She returns to find her mother has planted attack dummies all around the yard, to cultivate her tactical skills.

She tries to get her Dad out of his suit and into some casual clothes. Dad's very uncomfortable in casual clothes and changes back into his suit as soon as possible, even if he's at the beach.

Tuesday's popular at school because of the way she dresses, her obvious athletic abilities, and maturity. But it's hard for Tuesday because she can't actually talk intimately with any of the kids she knows at school. None of them have the kind of Top Secret Clearance needed to discuss the ins and outs of the Xs. Fortunately, she has a best friend she can vent with.

Only one girl Tuesday's age is in a similar situation and has clearance -- that's MELISSA Y of the Ys, another secret agent family employed by SUPERIOR. Melissa and Tuesday are on the secured cell phone almost all the time. It's almost as if Melissa were another character in the room. We never hear her voice or see her. But Tuesday often narrates what's going on to her off-screen friend.

Tuesday does have one other friend she can talk to about her family -- Home Base, the most intelligent home in the world. Together, they figure out what to do about the family's messes. Sometimes it's almost as if Tuesday and Home Base are the real parents in this family.



Tuesday X

TRUMAN X

TRUMAN X

Who is Truman X? In the X family, Truman truly is the X factor. No one ever quite knows exactly what Truman's up to.

Built like a little tank, Truman runs around the house like either it or he's on fire. Truman has inherited his mother's manic energy and combined it with his father's obsession for secret agent stuff. He's always busy doing something, but when asked what exactly it is he thinks he's doing, Truman responds: "Top secret!"

Truman is in first grade, but he's still an unsocialized wild child. Some kids wait until high school to rebel, but Truman is precocious. He's the James Dean rebel-without-a-cause of first grade.

He doesn't talk a lot. He just grunts or speaks in short sentences. Classic Trumanisms are "Yeah," "Uhhh," and "Hunh." Tuesday is convinced her younger brother is a throwback to a caveman.

As a part of our secret agent team, Truman is the one who knows how to use the gadgets SUPERIOR equips them with. Truman is instinctively well versed in the ways of technology. He's no super-genius like Dexter or Jimmy Neutron; he just learns this stuff easily, the way boys his age do. Whenever some sophisticated new device arrives from SUPERIOR, Truman's the first one to use it-- but not usually for the purpose it's intended for.

Truman is Dennis the Menace with access to all the latest in spy and secret agent technology -- X-ray glasses are only the beginning for him. Whether he's launching satellites into orbit from the backyard or playing an elaborate practical joke on the neighborhood bully using a remote-controlled water-balloons, Truman's always busy on some secret mission -- of his own.

Pass by his room and you might see him in there, sitting in front of the TV, holding a remote control. On the television screen, a tank can be seen responding to Truman's remote control commands. You might think Truman was playing a videogame. But he's not. He really is driving a tank. And should be stopped as soon as possible.

Truman knows more than a kid his age but he's not an adult in a kid's body. He can have all the faults of a real kid. He's mischievous and has to constantly be pulled back by his family. Sometimes his parents are a little too lenient on him. Mom indulges him because she can relate to his crazy energy level, while Dad is proud to think Truman might just grow up to be the next James Bond. Tuesday just can't believe how deluded both her parents are. "He should be in a cage. A cage inside of a cage!"

Home Base agrees with Tuesday that Truman should not be allowed to run free. Truman never wipes his feet when he comes in the house and is the most likely to create a destructive mess. There's nothing that upsets Home Base more, so it's a constant war between Truman and the world's most intelligent home.



TRUMAN X.

Truman X



HOME BASE

Batman had Alfred, his faithful butler, to run his household.

James Bond had Q, to equip him with the latest in technological gadgetry.

The astronauts of 2001: A Space Odyssey had the H.A.L. 9000 computer to drive them completely crazy.

Arthur plus Q plus HAL equals HOME BASE.

The fifth member of our family is not a family member at all. It's their home, HOME BASE.

Home Base appears to be just an ordinary suburban house. But beneath its banal facade is the cutting edge in super secret headquarters. Home Base has been designed to provide for all the needs of the modern secret-agent family. Designed and equipped by SUPERIOR, Home Base is truly the world's most intelligent home.

A first glance there appears to be nothing unusual about the house, either inside or out. But in an instant, all this can change. Gadget-encrusted panels can whoosh down over the walls, transforming the living room into a command-and-control center. Every appliance in the house has a double use -- an ordinary one, like blending food, and a spy one, like decoding threatening messages from evil villains. Open up the garage and, depending on the needs of your secret mission, you might find a speed boat, a mini-helicopter, rocket sleds, a four-person bicycle, two black stallions and a couple of ponies, or an old beat-up VW van with an "I GROK SPOCK" sticker on the back.

Home Base



But there's more to Home Base than being the perfect secret agent headquarters. Home Base, the world's most intelligent home, has its own personality.

Home Base is like "Benson" to our family, the super-efficient servant who's been stuck with a group of losers. The only person Home Base really respects and gets along with is Tuesday.

Home Base acts as the Xs' link to SUPERIOR. All missions are communicated to the Xs through Home Base. And it's up to HB to assign the mission, get the Xs properly equipped for it and out the door. If a particularly urgent mission comes down in the middle of the night, HB wakes the Xs up by turning on all the lights and tossing them out of their beds.

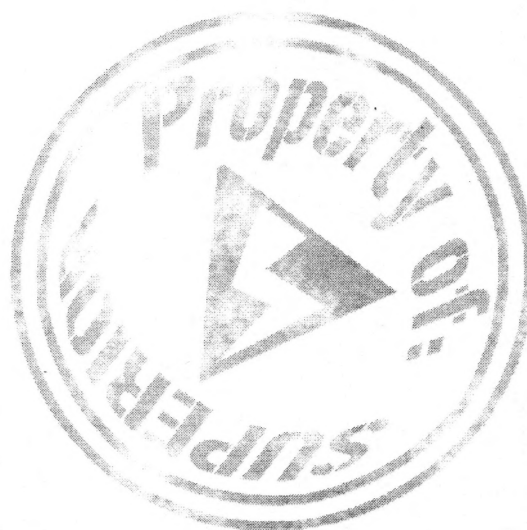
HB has a calm, gender-neutral speaking voice, not unlike HAL. It can talk to the family anywhere they are in the house, and often does. "Mrs. X, your cafe au lait is ready." "Truman, you dropped graham crackers and then stepped on them on my living room carpet."

The Xs have a love/hate relationship with their house. Often they find it a bossy know-it-all. When they're feeling that way, they slam a lot of doors ("Please don't slam my doors.").

Home Base can be a pain because it's a stickler for secret agent protocol. If you don't know the password of the day, you won't get in the front door. Mr. X can never remember the day's password. "Is it cuttlefish?" "That was this morning's password. Sorry. It changed while you were out." Truman has been known play a prank or two on Home Base, like the time he painted "Kick Me" on the side of the house.

Although our family of Xs has a mother and father, they sometimes act like four children. When they do, Home Base acts as their parent, chiding them and making sure they do what they're supposed to do.

Home Base



SUPERIOR

SUPERIOR is a secret agency dedicated to protecting the world against evil. -- in particular the world's most evil secret organization SNAFU.

Like CONTROL in its fight against KAOS in *Get Smart*, SUPERIOR finds itself locked in a never-ending battle with the nefarious forces of SNAFU. The good news is that SUPERIOR, though it has never completely defeated SNAFU, is holding it at bay quite nicely.

We don't know a lot about SUPERIOR, and that's just the way SUPERIOR likes it.
Both SUPERIOR and SNAFU want to remain secret -- that's the one thing they agree on.

The Xs were trained as a secret agent family by the SUPERIOR organization and are now regarded as one of its most valuable assets. They rarely come into direct contact with other agents of SUPERIOR, although they are sometimes offered support in the field. Their superiors in SUPERIOR assign them their missions through Home Base.

Anyone could be working for SUPERIOR. You just never know. We do know of at least one other secret agent family called the Ys.

THE Ys

The Ys are another secret agent family that works for SUPERIOR. The Ys are clearly one of those overachieving types of do-gooder families. They seem to go that extra mile, pulling off spectacular missions and receiving the big commendations. They make being a secret agent family look easy.

Our competitive Mrs. X is always trying to catch up with the Ys. She hears about what the Ys are up to because Tuesday Xs' best friend is Melissa Y, their teenage daughter. The Ys always seem to be pulling off spectacular missions. They're asked to give secret lectures. They received secret awards. Mrs. Y apparently even has the greatest secret recipes.



The Y's

SNAFU

SNAFU is by far the world's most powerful and secret criminal organization.

Its reach is worldwide (and even a little bit on the dark side of the moon, where they have one agent who's been living alone in a tiny, smelly space station since the late 1970s). Their aim is complete world domination. Short of that, SNAFU would really like to screw things up. Also, they like to steal stuff.

SNAFU's secret headquarters changes everytime we see it. Sometimes it's a forbidding castle high in the mountains or it's in a undersea station on the bed of the Atlantic Ocean or it's down a hallway behind a peanut stand in a baseball stadium. Is it a different secret headquarters every week or is it just the exterior that's constantly changing? Since we don't work for SNAFU, we can't be sure.

SNAFU has innumerable agents, everywhere and anywhere. Some of them look like ordinary citizens. Other agents are strange and bizarre, and have extraordinary powers.

Every villain the X's encounter in the course of their missions works for SNAFU, which means they work for SNAFU's infamous founder and leader Glow Face.

GLOW FACE

The undisputed leader of SNAFU, Glow Face is its founder and its CEO. He runs SNAFU from his "Legion of Doom" style boardroom in SNAFU's secret headquarters.

Glow Face has an unusual appearance. Around his head, he wears a glass globe that's filled with electrical discharges. His face isn't actually made out of human facial features but electricity itself -- his face glows!

Glow Face was once an ordinary man with a normal face. In fact, he was one of SUPERIOR's finest operatives. He had the kind of reputation among younger secret agents that Mr. X has now. But he became obsessed with becoming the greatest secret agent the world has ever known -- "the best and the brightest!"

This led to secret experiments late at night involving massive amounts of electricity, with himself as the subject. One night, a terrible accident filled his brain with electricity and made him criminally insane. He decided to become greatest EVIL secret agent ever known.

Glow Face blamed SUPERIOR for his accident instead of himself. He left SUPERIOR, determined to destroy it: "SUPERIOR thinks they're so superior!" He organized the criminals of the world into a super secret organization for evil he called SNAFU.

Now he runs SNAFU with two aims in mind: the destruction of SUPERIOR and the taking over of the world. Plus, he has hobbies: he likes to boss his evil agents around and listen to himself rant and rave.

Ever since the accident, Glow Face has had to constantly recharge his brain to get new ideas. He does this in by plugging his globe into a standard extension cord. You can tell when he needs to plug in, as his globe starts to dim.

Glow Face is a villain who "lets the power go to his head." As he recharges, he starts to talk really fast and pace around the room. Too much electricity gets him all jittery. He literally becomes "drunk with power" Inevitably, he gets too excited and trips over his own extension cord, cutting the power and making himself into an immediate jibbering idiot.

Glow Face is a villain who literally lets the power go to his head.



OTHER SNAFU VILLAINS

Glow Face is the head of SNAFU and presides a "legion of doom" style boardroom of other villains. They're the ones who jump when he slams his fist down on the table. These villains include:

SASQUATCH

From the peaceful woods of Northern Oregon comes Sasquatch, the ultimate animal activist who feels people should be locked in cages. This hairy juggernaut has the ability to control any animal on the planet -- except humans.

Sasquatch has a secret disguise. When Sasquatch wants to move secretly among humankind, Sasquatch puts on a woman's dress and becomes Sunshine, a female hippie. People never seem notice that Sunshine is a seven-foot tall transvestite Bigfoot with a really fake-sounding female voice. Instead, they just think she's overly hairy remnant of the 1960s.

Sasquatch is out to shove a "big foot" in the behind of all humans.



LORENZO SUAVE

He looks like Emilio Largo from Thunderball, but as well as having a patch on one eye, he has a monocle on the other. Lorenzo Suave was born with a silver spoon in his mouth and raised in a castle in central Europe. Because he had such a refined childhood, Lorenzo S hates all people who show a lack of culture, class, and personal hygiene. That means pretty much everybody, but especially children. He hates dirty hands and unkempt hair. He's a little bit phobic about anyone touching his all-white suit or anything in his meticulously clean villa. And please -- don't sneeze -- he won't excuse you. Lorenzo Suave works smoothly with Glow Face as one of SNAFU's second lieutenants.



other SNAFU villains

MISSING LINK

He thinks himself as the missing link between apes and humans. He wants the world to be completely ape friendly and ape dominated. He wants tire swings, diapers and bananas to be implemented in world trade and for this world to be truly a planet of the apes!

Glow Face has promised Missing Link that he'll get everything he wants once SNAFU defeats SUPERIOR. Meanwhile, he's given him a jungle gym out back of SNAFU secret headquarters, which has made Missing Link pretty darn happy.

Missing Link thinks he controls the minds of the monkeys that he hangs out with. But he doesn't. The monkeys just do whatever they want.

other SNAFU villains



THE SCREAM QUEENS

Teenage twin sisters completely dedicated to evil. They're dressed in cheerleader outfits. Their screams can pierce glass, concrete and steel. Their cheers are even worse!



other SNAFU villains

THE OVERBITES

This close-knit family from the haunted hills of West Virginia is never seen in the light of day. The Overbites -- Jed, Fanny Lou, Grandma and Little Billy Joe Vlad -- are country vampires with a taste for city blood. Led by family patriarch Undead Jed, they have the power to turn people into zombies and often do. Grandma's got false teeth and she's willing to use them!



other SNAFU villains

BIO HAROLD

This yellow menace likes to eat handfuls of hazardous waste like candy. Bio-Harold is a glowing fiend who fights by covering his enemies with illuminated sludge. He speaks in growls and moans. He is SNAFU's muscle.



other SNAFU villains

Xs EPISODES

Each episode of the Xs is 11 minutes long and begins with an OPENING SEQUENCE that's a contemporary update on the opening sequence of *Get Smart*.

Instead of Maxwell Smart walking through door after door of security checkpoints, we take the viewer's POV and hurtle it through a rapid-fire series of high-tech security checks (retinal scans, etc). Our viewer ends up being cleared at the highest level of security clearance. They are clearly a high ranking member of SUPERIOR. So it's okay for them to watch another secret case file of the Xs.

STORIES

1. "KEEPING UP WITH THE YS"

It's been two weeks since Home Base has given the X's a mission assignment. It's fine with Truman and Tuesday, who enjoy having a little vacation. Mr. X has been using the time to rewatch his favorite DVD collection of all time -- a spy film series about a secret agent named Jack Blond (His catchphrase is: "The hair is blond. Very blond.") Mr. X is a huge fan. The character of Jack Blond inspired him to get into the secret agent business. Meanwhile, Mrs. X is going NUTS. There's nothing for her to do! She's taken to sneaking off and solving local crimes -- like someone taking more than one newspaper from a newspaper box. But this doesn't fill her need for action. She calls Home Base on the carpet for not giving them any assignments: "Don't tell me SNAFU is on vacation! Nobody takes a vacation from taking over the world!" Finally, Home Base is forced to admit that SUPERIOR has been assigning plenty of secret agent missions over the past couple of weeks -- just not to the X's! They've been assigned to the Y's, another secret agent family, who've been doing really great. (Melissa Y is Tuesday's best friend). In fact, the Ys are on the biggest mission ever right now -- to take out Glow Face himself. This drives Mom crazy. She motivates the family to go after Glow Face and get him before the Ys do. The Xs end up screwing up the Y's mission and get them thrown into a dungeon cell. Now the Xs have to rescue the Ys and escape from Glow Face's clutches.

2. "TRUMAN GETS TO HOME BASE"

It's been coming for a long time. The whole family saw it coming but they couldn't do anything to prevent it. Truman and Home Base have an all out war. Home Base can no longer take the wear and tear of a six-year-old dynamo like Truman anymore. The war between the world's most intelligent house and the world's most determined six-year-old fractures our happy family. Mrs. X sides with Truman, because in her eyes he can do no wrong. Tuesday sides with Home Base; she knows what a terror Truman can be. It's up to Dad to be the peacemaker, something he has NO IDEA how to do. It's Dad's ultimate secret agent mission: to make a family happy again!

3. "A DAY AT THE ZOO"

Home Base alerts the Xs that SNAFU has planted a secret agent at the local Zoo. Their mission is to uncover the secret agent and foil SNAFU's plans. The only information SUPERIOR has to give them is that the SNAFU agent is "black and white and red all over." Mr. X is dumbfounded by this description: "Black and white and red? Makes no sense at all!" But of course Tuesday and Truman have some ideas of what might be up. Truman: "It's a zebra!" Tuesday: "It's a penguin!" The family runs off to investigate the zoo. It all turns out to be a trap, when Sasquatch, who's been pretending to read a newspaper, commands all the zoo's animals to attack the Xs. We end with Sasquatch's defeat. All the animals are returned to their proper cages. But the Xs find themselves locked in their own cage, just as a group of kids from Tuesday's high school come by on their field trip to the zoo.

4. "GIANT APE HOUSE PARTY"

It's Saturday afternoon. Tuesday is in command. She's finally about to have a party at her house for some of her new friends in high school. This party is long overdue. She's been going to other family's houses but she's been reluctant to invite to invite anyone back to hers. Why not? Four reasons: her mom, her dad, her brother and her super-secret headquarters house. Can they all behave themselves while she has some people over? She's giving them all last-minute instructions: Home Base is to keep quiet even if people spill soda on its rugs. Truman is confined to his room. Mom and Dad are to go upstairs after an hour. Dad raises a concern: What if one of Tuesday's girlfriends is a mole for SNAFU? Tuesday ignores him as the doorbell rings. The party starts, things are going well. Suddenly Home Base, who has been completely quiet up until now, whispers to Mr. X while he's in the bathroom. The Xs have just received a mission from SUPERIOR!

6. "THE OPPOSOS DEVICE"

Home Base wakes everybody up with an urgent mission from SUPERIOR. Apparently a local SNAFU mad scientist had a laboratory accident last night and blew up his secret lab, which now lies in ruins. The mad Scientist has fled the scene, leaving behind all sorts of dangerous inventions. It's the X's job to secure the laboratory and find out what things the scientist has left behind. The family gets to the still-smoking wreckage and does an inventory of all the crackpot inventions. Truman discovers a strange machine labeled "OPPOSOS". He can't figure out how to turn it on, so he takes it home. After much effort, he manages to turn on the Opposo device, accidentally aiming it at a dog and a cat, who immediately begin kissing each other. The Opposo sends out a beam that transforms whatever it hits, making them act the opposite of the way they usually do. A mischievous Truman then starts using it on everyone around him, including his father. Mr. X becomes the opposite of secretive. He's out to let the whole world know everything he normally hides. An Opposo'd Tuesday decides that Truman is the greatest person in the world and becomes his biggest fan, which drives him crazy. Mom becomes Truman's strict overseer, not letting him get away with anything. Truman realizes that instead of giving him what he wanted, the Opposo device has ending up giving him his worst nightmare. He must find a way to put things back the opposite way -- unfortunately, Dad now has the device and is showing it to everybody in the neighborhood!





